Room design/implementation

Tilesets: a list of pre loaded, generic images that will be used in regular patterns to visually represent a room

Mapcode: list of strings that holds the symbolic representations of a given room. Each string of letters represents a row of tiles in the room, where each letter is keyed to a particular image/surface in the tileset that room uses.

Spritelist: list of all active sprites/entities currently in the room, pygame has something for this already, not sure how it would work for us.